

THE GIRL WHO LEAPT THROUGH TIME

A NETBATTLERS ONE-PAGE SCENARIO STARTER

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THE SET-UP SO FAR

KUMIKO KAGEYAMA is a 15 year old girl from Six Years into the future. She's not particularly remarkable except for the fact that she has the somewhat uncontrollable ability to leap through time. She discovered the power accidentally, and she doesn't understand where it came from or how exactly it works. Kumiko, hoping to find a way back into the past to stop a tragic accident involving her father that left him permanently injured. But her memories of the accident are... Fragmented. As are the memories of...

SEGMENT.EXE is Kumiko's NetNavi and personal assistant. However, the PET that she is stored in was damaged by the time jump. While Segment.EXE can still communicate through the screen, her code continues to involuntarily glitch, and she continues to pick up the communication frequencies of others, without intention. Not just people, but also organizations, squads on the hunt, and.... Something Else.

CODE HUSKS are following Kumiko and Segment.EXE. Code Husks are the remaining data shells of Navis that have, through mysterious means, fallen completely out of the time stream. They move from network to network in wisps of smoke without needing connection, taking over systems and influencing the real world. They seek to capture Kumiko and Segment, so that they can tear into the code and find ways to re-merge with the time stream and become Whole Code again. The systems they inhabit are marked by chaotic glitches and system errors. They are attempting to, currently unsuccessfully, interface with Segment.EXE's PET.

A NORMAL DAY is ensuing out on the school yard when a strange sound like clanging metal bars echoes out from behind the back exit. Investigating, our heroes will find Kumiko Kageyama, a 15 year old girl, face down in the dirt with her PET, and a street light flickering in the middle of the afternoon....

NARRATIVE HOOKS

- Kumiko is a native of the city, her family has always lived here and all she wants to do is protect her father, but she can't remember what the accident is or when it occurred.
- Segment.EXE's entire system is corrupted, and the hardware of the PET is functionally locked. It is also the central focus for Kumiko's time travel and highly unstable.
- Net Officials have caught wind of the strange occurrences happening around the city, as a result of the Code Husks, and are tracking them towards the source (Kumiko) to capture her before she causes damage.
- NetAgents are tracking Kumiko separately, hoping to use her as bait to capture the Code Husks for Sci-Labs.
- Net Terrorist organization HUNGER has been monitoring breaks in the space-time continuum and have discovered Kumiko, who they hope to capture and use her time jumping abilities to go back in time and capture MegaMan.EXE for their own nefarious purposes
- Your parents will FREAK if they find out about any of this!

Basic Code Husk

Mind	3	Body	1	Soul	2
Skills	Coding 2, Speed 2, Affinity 3				
HP	6	Tags Element Drops		Errors AntiDamage	
TellTale	Passive	Always leave a trail of your element behind you			
DarkMark ²	Coding	Cost	Mark a Near target. Hard Coding roll to remove - only one try. Remains after jack-out. Knows location of marked target as long as the Mark remains.		